

SEGA™



TM

SEGA SATURN

T-14403H

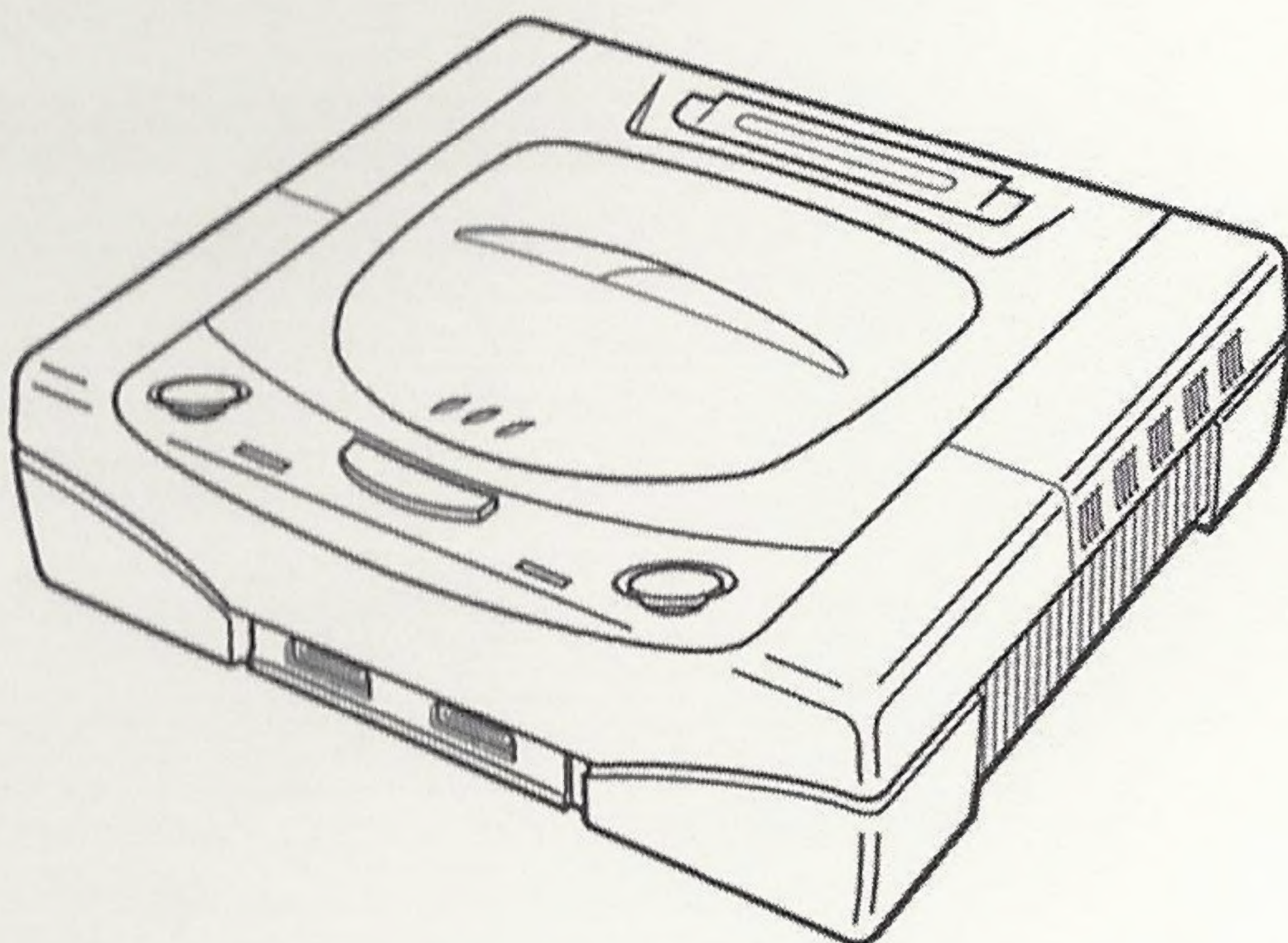
ATLUS

LOTUS™



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.





The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.

Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM. A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



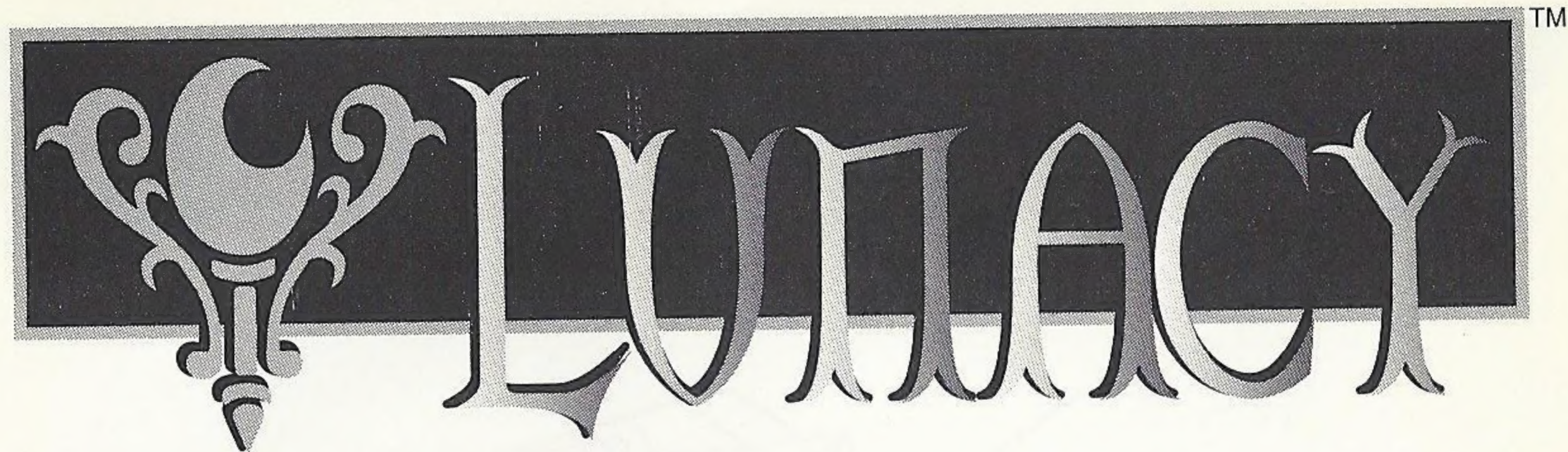
This official seal is your assurance that this product meets the highest quality standards of SEGA™

Buy Games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.

ATLUS

Atlus CO., LTD.
17145 Von Karman Avenue, Suite 110
Irvine, CA 92714
714-852-2351

© Sega Enterprises, 1997. All Rights Reserved.
Published by Atlus CO., LTD.
Atlus is a registered Trademark of Atlus CO., LTD.



C O N T E N T S

Starting Up	3
Controls.....	4
Searching.....	5
From Legend to Reality	6
How to Begin	7
Backup Memory	7
Trouble Shooting for Backup Memory.....	8
Title Screen/Start Menu.....	9
Your Role	10
Using Items	11
Saving Your Game	12
Memories.....	13
Main Characters.....	14
Gameplay Hints	18
Notes	19
Credits	21
Warranty Information	22

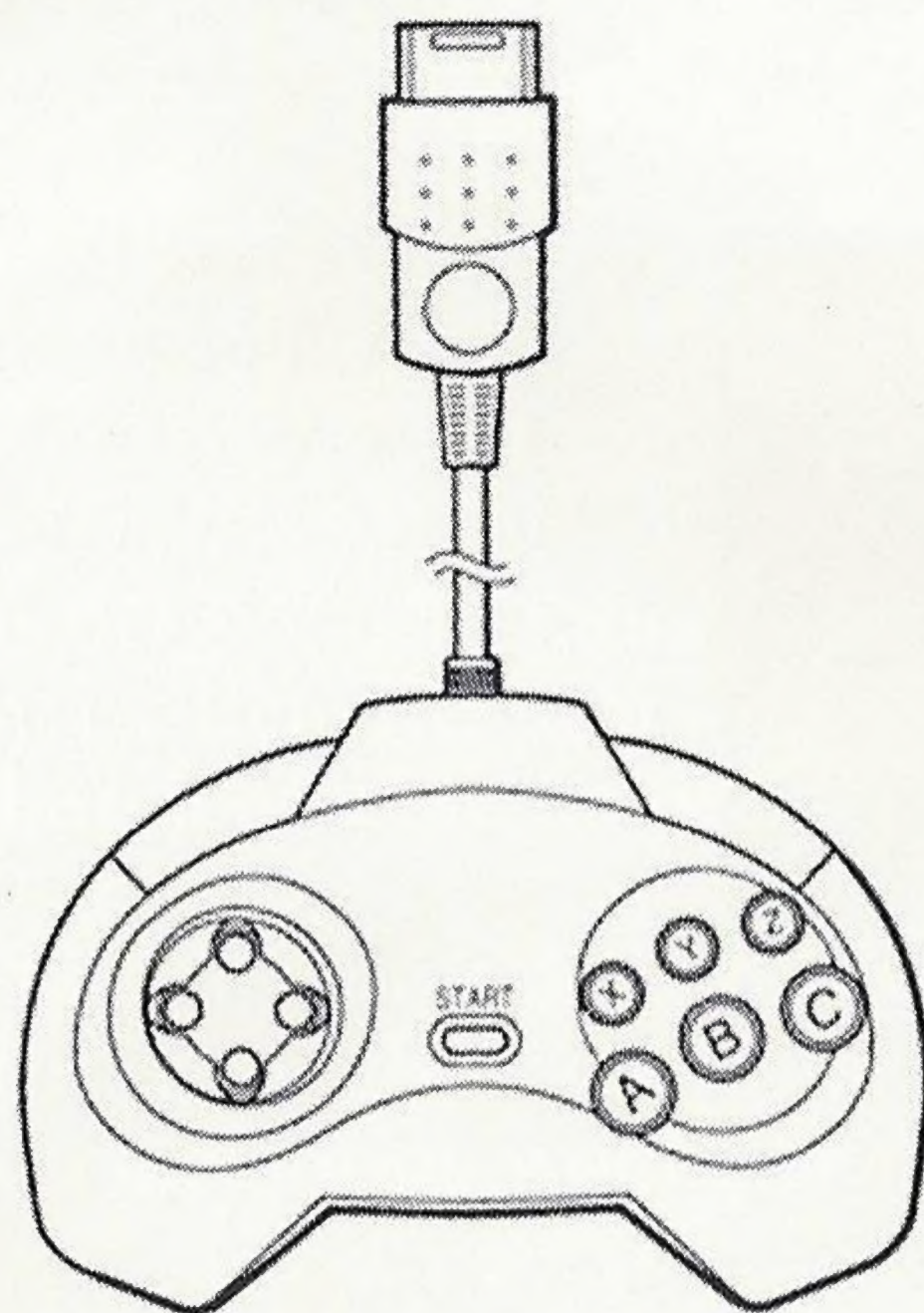


STARTING UP



1. Open the CD tray by pressing the OPEN button.
2. Place the Peak Performance CD in the tray, label side up. Lightly press it into place.
3. Close the tray lid by pressing it down gently.
4. Press the controller's START button, and wait for the game to load.
5. Press Start again to begin the game.

CONTROLS



There are three types of movement you control in Lunacy: Exploration, Searching and Obtaining Items.

Exploration

Moving around in the city, within small buildings, etc., is all done by using the directional buttons. Press Left and Right on the Directional Pad to choose which direction you wish to go. Press Up on the D-pad to proceed in that direction.

SEARCHING

Searching

Once you come across an area you would like to search, press Up on the Directional Pad to zoom into that area. There are many places and things you will be able to search within the city.



1. **Directional Pad (Up)** where you would like to search - Search (Camera zooms up)
2. **Directional Pad** when the camera zooms up - Returns to normal screen

Obtaining Items

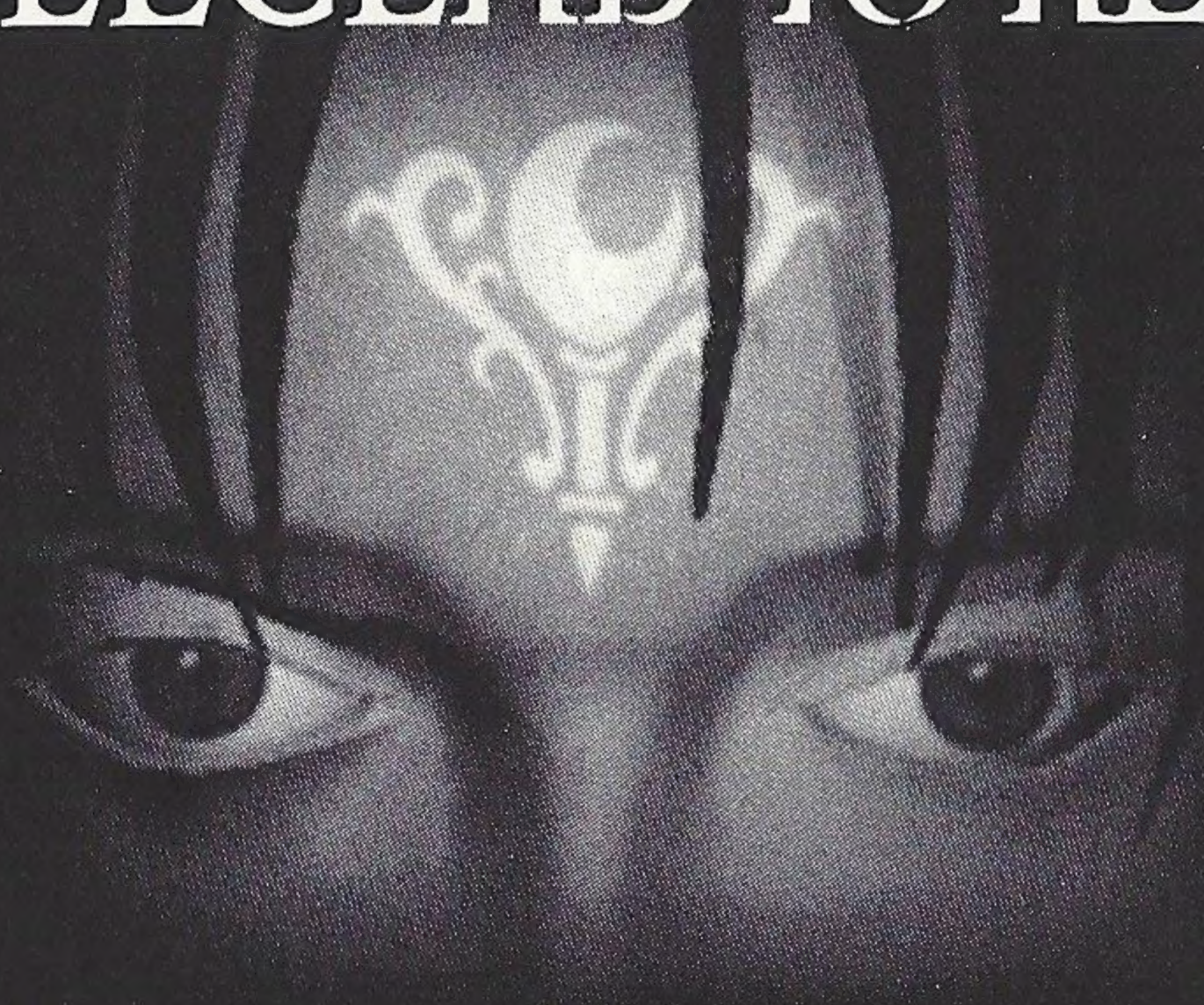
If you find an item in the area you are searching, then you can keep it in your inventory. However, even if you find something that appears to be an item, you might not be able to obtain it until a certain point in the game.

3. **Directional Pad (Up)** - Obtains an item (When the camera zooms up)

Control Pad functions and Soft Reset

Lunacy is a 1 player game. Please insert the controller in the first player side of the Sega Saturn. You can reset the game to the title screen if you press the Start button while holding down the A, B, and C buttons.

FROM LEGEND TO REALITY



The legend of the City of the Moon has been passed from generation to generation. The story says that it is an indestructible town that jealously holds its many secrets.

It has been said that if you tried to leave this town once you have entered it, a symbol would be etched upon your forehead and your memories would be lost forever.

But, who believes in these far-fetched tales?

The path which leads to this legendary city lies somewhere in the City of Mists.

Present day...

One man is about to return to the City of Mists.



How much further is my journey?... I'm so tired... Where must I go to regain my memory? I hope someone recognizes me in the next city I go to...

HOW TO BEGIN

Lunacy contains two disks (Disks A and B). You must use Disk A (Part 1) when you first begin playing this game. You can play Disk B (Part 2) after you have finished Disk A (Part 1).

Directions for switching from Disk A to Disk B automatically appear on the screen.

Backup Memory

If you have a memory cartridge set in your Saturn, you may select it from the Backup Memory menu. If a memory cartridge isn't set in your Saturn, then the game will begin from the opening.

Backup Memory Menu

You may select where you wish to save your data in this menu. Press Up and Down on the D-pad to choose, and the A or C button to select.



TROUBLE SHOOTING FOR BACKUP MEMORY

Message: Not enough memory blocks available to save

There must be at least 8 blocks of memory in order to save a data file for Lunacy. If there are not enough memory blocks available for Lunacy, then the following screen will show:

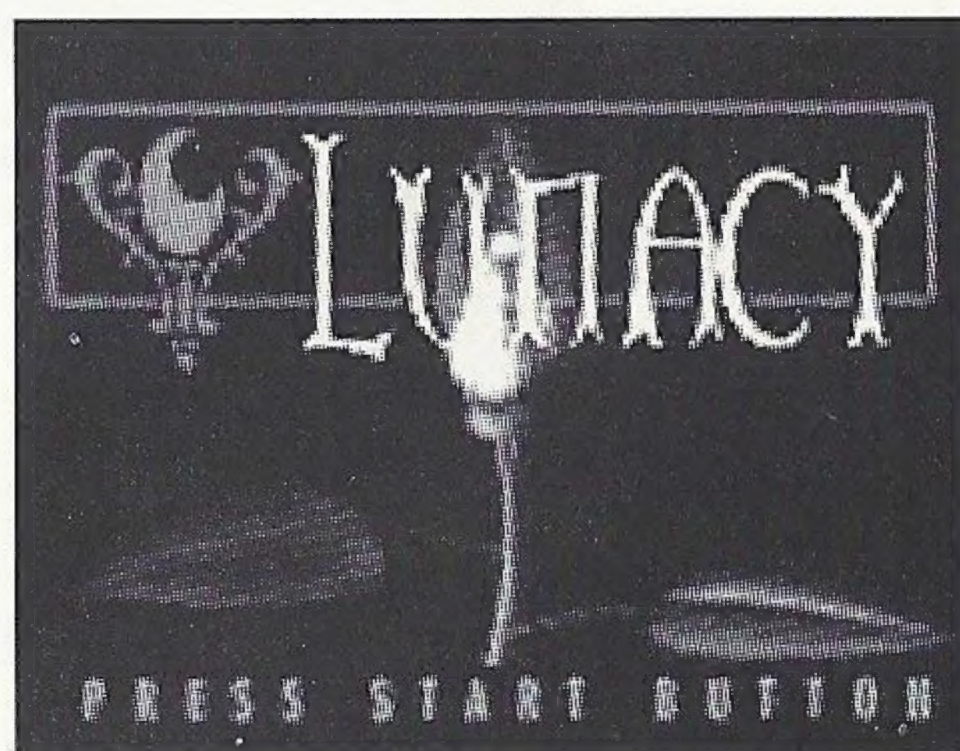


Press the A, B or C button to go to the Multi-Player screen. Proceed to the Memory Manager from the Multi-Player screen and erase or copy data so there is an opening of at least 8 blocks of memory needed to save your Lunacy game.

Opening

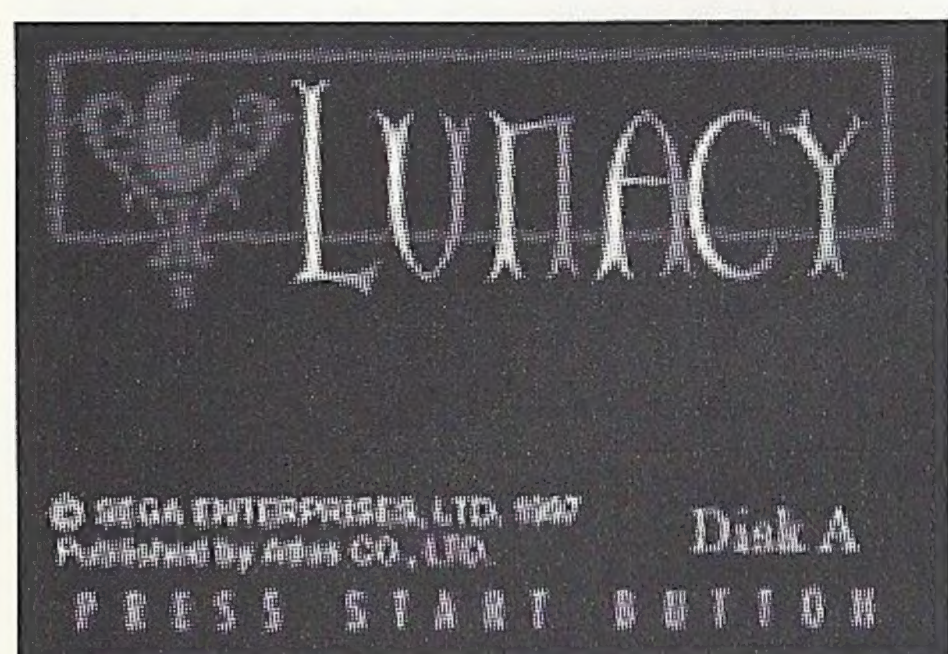
After selecting the backup memory, the opening begins. You can skip the opening and go to the Title screen by pressing the Start button.

Start button during the opening -
Skips to Title screen.



TITLE SCREEN

Press the Start button when the title screen appears. If this is the first time you are playing Lunacy, then it will skip the Start menu and begin the game.



Start button - Starts the game/brings up Start menu.

Start Menu

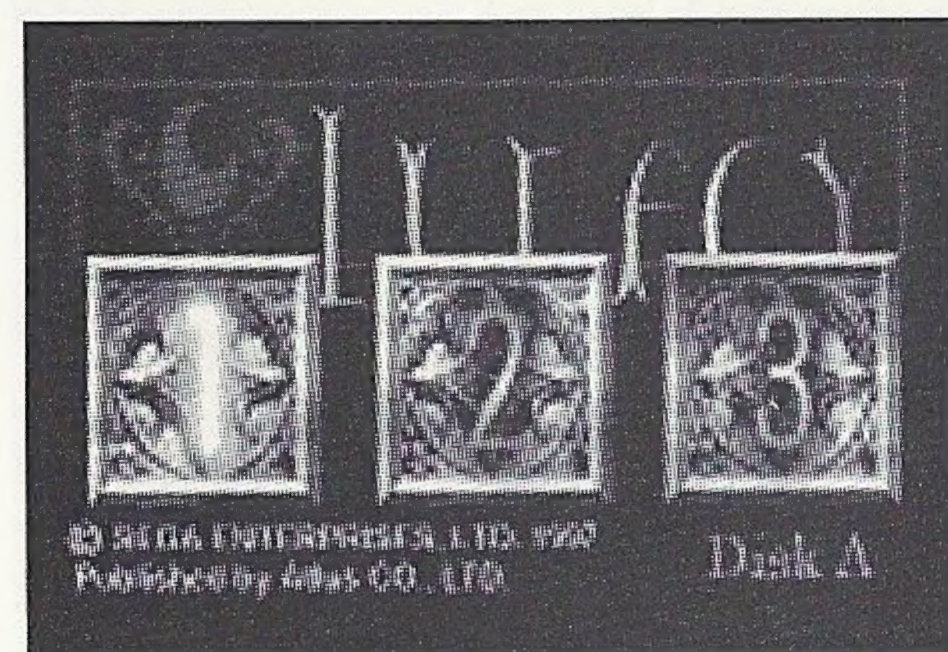
If there is Lunacy data already saved in the memory device you selected, then the option to "Continue" may be selected in the Start menu.

Direction pad (Up/Down) - Chooses options in the Start menu.

Start button - Selects options in the Start menu.

Start - Starts the game from the beginning.

Continue - You may continue a game from previously saved data.



Direction Pad (Left/Right) - Chooses the data to load.

Start button - Selects data/Continues game from the saved data.

B button - Cancel/Returns to the start menu.



YOUR ROLE

Your Role

You begin the game as a man named "Fred" who is suffering from amnesia. You are found wandering about many places within the City of Mists. There is a foreign mark etched upon your forehead.

As you explore this town, you become aware that the mark you bear separates you from the rest of the citizens. They stare at you from a distance, some with hatred in their eyes and others with pity.

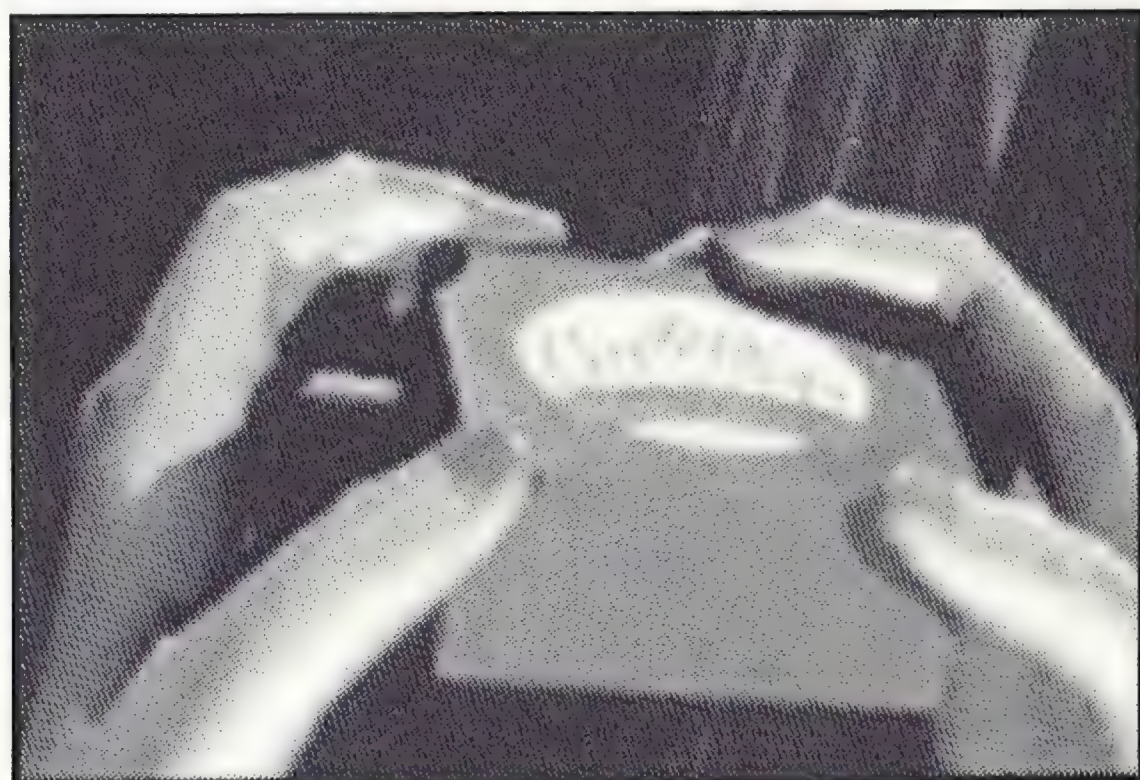
Are you the only lost one? Where to go, where to go...



USING ITEMS

Using items

Certain items can only be used in certain places. Go to the Item Select menu by pressing the X button, and choose which item with the D-Pad, and select the item with either the A or C buttons.



X button - Brings up the Item Select menu.

Directional Pad - Chooses the item you wish to use.

A or C buttons - Selects and uses the item.

An item will not disappear if you accidentally use it in the wrong place. If you wish to cease using an item, press the B button in the Item Select menu.

B button in the Item Select menu - Cancel



SAVING YOUR GAME

You can save your file by using the Diary from the Item Select menu. Fred has the Diary from the very beginning of the game. You are able to save up to 3 (different) files, where each file takes 8 blocks of memory.



How to save

You are able to save your game at all times, except during an Event Scene. Go to the Item Select menu by pressing the X button, choose the diary with the directional pad, and press either the A or C buttons, which take you to the Data Number Select menu.

X button - Item Select menu.

Directional Pad - Choose the Diary.

A or C buttons - Goes to the Data Number Select menu

Press Left or Right on the D-pad to choose which data number you wish to save over. The A or C buttons saves your game over the selected file. If you do not wish to save your game, press the B button to cancel.



Directional Pad (Left/Right) -

Chooses the data number.

A or C buttons - Saves file over selected data.

B button in the Data Number Select menu - Cancel

NOTE: If the screen appears too dark for you to perceive, then please adjust the brightness of the screen.

m e m o r i e s

Memory Select

While you walk around the city you will come across many people who will tell you helpful hints for your quest. The Memory Select function allows you to go back and listen to whatever anyone said as many times as you like.

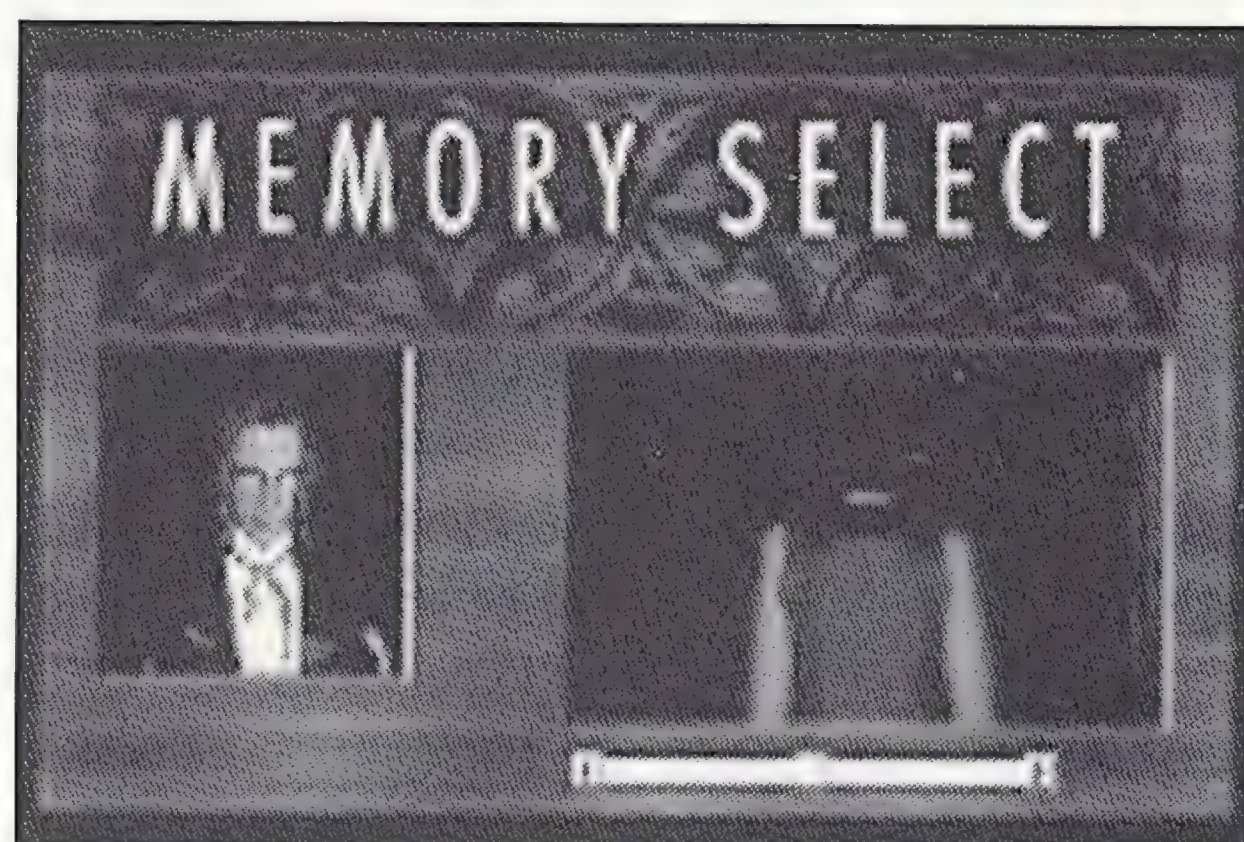
Reminiscing

Reminiscing is just like data saving and can be done any time during the game except during the Event Scenes. After going to the Memory Select menu by pressing the Z button, press Up or Down on the D-pad to choose the character, and press Left or Right to choose which memory you wish to see.

Z button - Memory Select menu.

Directional Pad (Up/Down) - Chooses character.

Directional Pad (Left/Right) - Chooses memory to view.



After choosing which character's action you wish to remember, press either the A or C buttons to select it. If you press the B button while he's remembering something, he will stop. You can cancel and return to the normal screen by pressing the B button while the memory sequence is stopped.

A or C button - Selects memory to view.

B button - Stops memory sequence/Cancels Memory Select and returns to normal screen.

MAIN CHARACTERS

This is an introduction to the main characters who appear in Lunacy. There are only 11 characters here, but there are many more characters who you will encounter as you play.

Gordon

He is a very powerful and evil ruler who is bored of his everyday life. Gordon rules the City of Mists.



Fred

He is a young man who carries a strange symbol upon his forehead and fights frantically to regain his lost memory. He suffers from amnesia.



MAIN CHARACTERS



Anthony

He is a hopeless man with a deep interest in butterflies.



Mac

This is one very stubborn clocksmith.



Morse

He is a strict doctor with a very hard head. He hates people.

MAIN CHARACTERS

Rose

She is a middle-aged owner of the flower shop.



Hal

Hal is Rose's only son.



Gray

He is a man who is depressed over the death of his daughter.



MAIN CHARACTERS



Hannah

She is the owner of the inn.

Jade

This is one of Gordon's two servants.
(He's the violent one of the two.)



Zaboo

The other servant of Gordon. (He's
the intellectual one.)



H I N T S

- 1) Whenever Fred speaks to someone, try backtracking to places he was not previously able to enter. Chances are that Fred may be able to enter now.
- 2) When Fred is stuck in a particular part of the game, try and go to places where there seems to be nothing going on at the moment.
- 3) Listen to what Jade has to say. He gives Fred valuable information.
- 4) Minor walk through:
 - a) After leaving the cell, head toward the area where wind is an important factor.
 - b) Go to the gate that leads people out of town.
 - c) After talking to Gordon, talk to as many people as you can.
 - d) Once Fred enters Anthony's house, place the book where the opening is before Fred leaves the house.
 - e) With the key from Anthony's house, open the small bird house-like structure and retrieve the dew.
 - f) Once Fred visits the grave without a flower, go to the flower shop and get one.
 - g) From here on, you are on your own!



NOTES

NOTES

C R E D I T S

1-900-CALL-ATLUS

It's only \$0.85 per minute (\$1.15 live) to listen to the helpful hints that can release you from a tormented dead-end or help you find your way out of a dangerous situation! You must be 18 years or older, or have a parent's permission to call. Touch-tone only. Prices are subject to change without notice.

How to reach us on-line:

For more information on any of our other products, you can reach us via the following net addresses:

America On-line: Keyword: Atlus

Compuserve: GoVidpub

Atlus Web Page: <http://www.atlus.com>

E-Mail: pete@atlus.com



90-DAY LIMITED WARRANTY

ATLUS CO., LTD., warrants to the original purchaser of this Atlus CO., LTD. product that this CD-ROM is free from defects in materials and workmanship for period of ninety (90) days from the date of purchase. This Atlus CO., LTD. product is sold "as is" without expressed or implied warranty of any kind, and Atlus CO., LTD. is not liable for any losses or damages of any kind resulting from the use of this product. Atlus CO., LTD. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Atlus CO., LTD. product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Atlus CO., LTD. product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ATLUS SOFTWARE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ATLUS SOFTWARE BE LIABLE FOR SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ATLUS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusion or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Atlus CO., LTD.
17145 Von Karman Avenue, Suite 110
Irvine, CA 92714
714-852 2351

U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792;
Europe No. 80244;
Canada Nos. 1,183,276;
Hong Kong No. 88-4302;
Singapore No. 88-155;
U.K. No. 1,535,999;





Atlus CO., LTD.
17145 Von Karman Avenue, Suite 110
Irvine, CA 92714
714-852-2351

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. ©1997 Atlus CO., LTD. Lunacy is a trademark of Atlus CO., LTD. All Rights Reserved.
Atlus is a registered trademark of Atlus CO., LTD. All Rights Reserved. This game is licensed for use with the Sega Saturn system only.
Security Program ©1994 SEGA. All Rights Reserved. Unauthorized copying, reproduction, rental, public performance or broadcast
of this game is a violation of applicable laws. Made and printed in the U.S.A. All rights reserved.